Nintendo

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WELCOME TO THE KOEI WORLD!

Have you ever wondered what it would be like to take part in history's great events?

Through our games you will encounter historical situations where you can play many roles - a hero, warrior, maybe even a ruler, and in the process create your own history!

We hope you get many enjoyable hours from this game and experience the passion and thrill of the time period.

Please look for future quality releases from us!

We appreciate your interest in our products.

Yoichi Erikawa

President, Koei Corporation
& The Koei Staff

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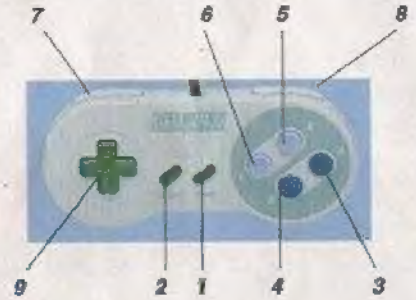
CONTROLLER

You can use either game controller to play, even for a two-player game.



1. START Button
- To skip through the opening to game set-up.
- To access the options menu from the main screen.

2. SELECT Button
- To view information on competitor companies from the main screen.

3. Button A
- To select highlighted commands and items.
- To answer Yes to Yes/No questions.

4. Button B
- To cancel selections.
- To answer No to Yes/No questions.

5. Button X
- To speed numerical input. Numbers will increase or decrease rapidly when you push X with the control pad.

6. Button Y
- Switches from the command bar to the map at the main screen.
- Push twice at the main screen to view information on your company.

7. L Button
- Scrolls map to the left.

8. R Button
- Scrolls map to the right.

9. Control Pad
- To direct the cursor across the map and through command menus.
- To flip through pages of information. Up & down, left & right arrows will appear as needed.

KEY TO QUICK START

1) Insert the game pak.
2) Turn the Super Nintendo Entertainment System on.
3) The introduction will begin. Push START to skip to game set-up.
4) Use the control pad to choose a New Game, or Continue to play a saved game, and push button A.

STARTING A NEW GAME

1) Select New Game during game set-up.
2) Select a scenario you would like to play.
3) Decide the number of players, up to four. Use the control pad to move through the player selection, and push button A to highlight the COM (computer) players as huMAN. All huMAN players will be in the players' control.
4) When all players are set, push down on the control pad to highlight END, then push button A.
5) Decide main headquarters. Move the cursor across the map and highlight the city each player will control.
6) Name company. To rename, push B to erase the current name. Move the cursor through the alphabet, push A to select, and write out the new name.
7) Okay the player set-up by selecting YES.
8) Choose level of game difficulty.
9) Okay the final set-up by pushing A, push B to return to scenario selection.
10) The game starts at the main screen, with the command menu highlighted.

SAVED GAME

Choose Continue during game set-up. Choose which saved game to play. The game will start up from where it was last saved.

DEMONSTRATION GAME

You can watch the demonstration play if you leave all the players in the computer's control during game set up. Push the RESET button to escape from the demonstration at any time.

OPTIONS MENU

Once the game begins, push START to access the options menu.

Save
: You can save up to two games. By saving you erase any game previously saved on the same save space.

Music
: Each city has its own theme song. After the game starts, you can select a new theme song for your city.

SFX
: There are sound effects for special events and commands. You can turn them on or off.

Message Speed
: Set the speed at which messages are displayed: Fast, Normal or Slow.

End Game
: To end game. Save game before you quit if you want to restart the same game at a later time.

Exit
: Exit the options menu and return to game play.

MAIN SCREEN FUNCTIONS

As Aerobiz starts, you assume the position of CEO of your own airline. Data about your company is at the bottom of the screen: headquarters, name, route and profit information.

The **command menu** is in a bar at mid-screen. Use the control pad to move through the commands. Each command enlarges as it is highlighted.

Push button Y once, and an arrow cursor will appear on the map of the world. Move the arrow to a city and push button A to **view city data**. If you choose a city which is currently in negotiation, a brief status report will show.

Having selected a city, if you push button A once more, **city data** will appear. There are three screens which will tell you about the city population, status as a business or tourist city, companies flying to the city, and passenger traffic. Push A to flip between screens.

Having selected a city, simply move the cursor to another city to **view the distance between two cities.**

When viewing the distance, push button A to **view competitor routes.**

At the world map with nothing selected, push button A twice to **view data about your company.** A command menu will appear for you to view route data, company earnings, a sales report, planes and assets. Push Select to view the same information on **competitors.**

QUICK PLAY

This explanation is a successful start to your career as CEO of your own airline.

Set-up:
Scenario 2
1 Player
L.A. headquarters
Beginner level

First Turn

- **Open routes** (first command) from L.A. to the cities with holding slots, where there are numbers on the map. Assign B747s to L.A.-Honolulu, DC-10s for L.A.-NYC, 3 B727s to L.A.-Vancouver, and 2 B727s to L.A.-Mexico. Order the maximum number of flights per week, and set all fares for 35% profit.

- **Buy planes** (third command):
  Airbus: 10 A300s
  Boeing: 1 B747, 1 B767
  MDC: 1 DC-10

- **Set all investments** to maximum (fourth command).

- Send one **manager to negotiate** in L.A. (seventh command). Send the other 2 managers to New York and London. Negotiate for 14 slots in each city.

- **Buy stock** in a charter company (sixth command). Buy1500K shares of the lowest priced stock.

- **End** turn (last command).

Second Turn

- **Change the planes** on the routes you previously set up with A300s (first command). Select the route to change and a profit screen will appear. Push A and choose Planes. Push up on the control pad to pull planes off the route. Then select the A300 and push down to assign to route.

- **End** turn.

Third Turn

- Your negotiations should be complete. Now **open routes** to each city where you were awarded slots.

- Send the managers out to **negotiate** again in Paris and Tokyo.

- **Build a branch office** in New York (sixth command). Construction will take 3 months.

- **End** turn.

Goals from Here

- Maintain your stock of **planes**. Keep track of the most efficient planes for the routes your company is flying.
- Continue to **open routes** between other cities.
- **Sell stock** when your capital is low.
- Use your branch offices as **main hubs** for expansion. Link your hubs to create a global network.
- Once you have opened 15 routes and have sufficient capital, start a **network campaign.**

Tip:Press the X Button to speed through messages and animated screens.

AEROBIZ : A GLOBAL NETWORK

YOUR COMPETITION

In the latter half of the 20th century, airline competition has intensified year by year. Each airline is extending its air routes and making efforts to appeal to new customers. The airlines all share the same goal, that is to connect the world through air routes. In other words, to create a global network.

The competition is tough, and moving people is serious business. However, not all airlines have what it takes to succeed. Minor problems are hard to justify to passengers when other airlines seem to provide the same services. It's up to each airline to make loyal customers out of their passengers from the very start.

The airline companies of today are expected to supply the best transportation available. Convenience, safety and comfort are desired by all passengers. Each airline must continuously invest in maintenance, ad campaigns and special services. It's all a part of their role as a global transporter of people.

MAJOR AIRLINES

In the airline business, a company is rated as a major or minor airline. A major airline is a company which has a record for regular flights, few cancellations or delays, and is recognized for first class service. A minor airline is a company which has frequent delays of up to 2 or 3 days and a poor reputation for service.

What do you need to do to win recognition as a major airline? Let's look into the qualities required of an airline company: air routes, safety and service.

- **Expand Air Routes**
  It's fascinating to be able to travel to any city in the world because the transportation routes are available. Passengers feel a sense of security and trust in your airline when you provide the means for them to reach distant cities.

- **Safety First!**
  Passengers entrust their lives to an airline when they choose to fly in their planes. No one is willing to fly in planes which are known to break down. Passengers also lose faith in airlines which show up in the news because of problems.

- **Service with a Smile**
  Long lines and delays are irritating for travelers. Its up to you to provide a relaxing atmosphere for passengers once they board.

An airline company with extensive routes, a reputation for safety and good service is bound to be a global success!

STARTING YOUR BUSINESS

1. Headquarters
2. Branch Office
3. Connecting City
4. Future Connection
5. Command Bar
6. Company Name and Color
7. Number of Connecting Cities and Routes
8. Budget
9. Capital
10. Graph of Profit

City Markers
Red: A headquarters city
Orange: A branch office city
Green: City connected by air routes
Gray: City not connected to air routes

Air Route Lines
Black: Route that is making a profit
Red: Route that is suffering losses
Yellow: Route with competition
Blinking Black & Yellow: Making a profit
Blinking Red & Yellow: Suffering losses

Slot Markers
The number shown above a city marker represents the number slots available in that city. When you negotiate for and are awarded slots, the number available to you will appear.

SCENARIOS
There are 2 scenarios. You choose the location of your headquarters from 22 cities. Depending on the scenario and game level and headquarters location you set, you are provided with capital and planes at the start of a game.

Scenario 1: 1963-1995
Scenario 2: 1983-2015

The game year starts in April and ends in March of the next year. Your turn comes up every 3 months.

YOUR GOAL
You are President and CEO of an airline company.

Your company is provided with a number of airplanes and holding slots in certain cities.

Extend your routes and connect 22 cities of the world through your air routes. Strikes, airplane trouble and world events may hinder your progress. Your goal is to become the most successful airline in the world.

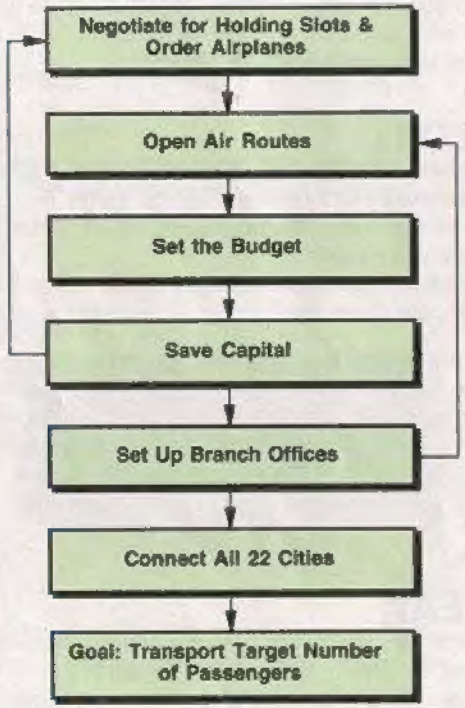
VICTORY
You win when the following 3 conditions are all fulfilled:
1. You connect all 22 cities through air routes.
2. Your annual report shows capital "in the black," you're maintaining a profit.
3. You are transporting the target number of passengers set for your game level.

Game Level	Target Transport
Pro:	4,500,000 people
Hard:	4,000,000 people
Normal:	3,500,000 people
Easy:	3,000,000 people
Beginner:	2,500,000 people

DEFEAT
1. Management conditions are poor and capital remains "in the red" for a year, you're not making a profit.
2. 32 years pass without meeting victory conditions.

GAME FLOW

You can't open routes without planes, and you can't get planes without ordering them. In order to understand the process of running your own airline, follow the general game flow.



Negotiate for Holding Slots & Order Airplanes

You have to negotiate to earn the right to open routes to each airport. And, you need planes which can fly non-stop between two cities on a route.

When negotiations are successful, you win holding slots. Each slot represents one flight per week from an airport. The period needed to negotiate slots differs from 1 to 6 turns.

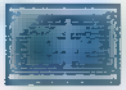
Order planes before you need them. Normally planes are delivered within three months (one turn) of placing an order. However, manufacturer strikes can delay delivery.

Open Air Routes

You must have an established branch office to open routes from a city other than your headquarters. Branch offices can be used as hubs for expanding your network.

At first, open routes between distant, large cities. Long-distance routes are in high demand, and fuel expenses are low compared to short distance flights. In large cities, with high populations, there is a great demand for airline service. The bigger the city, the greater

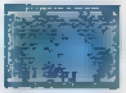
the cost for setting up air routes. But, also the greater the profit from connected routes.



Set the Budget

As CEO, you need to set the budget for the Repairs, Advertising and Service departments.

Each department is rated on a percentage scale and by the industry standards. If you don't continue to invest in the budgets, airplanes will not be repaired, your services will not be advertised, and service will deteriorate.



Save Capital

If you are generating enough capital, keep opening new routes. But, if capital is low, wait a few months and check your competitors' moves. If you are competing on a common flight route, it may help to boost your advertising, reduce the airfare, and switch planes.

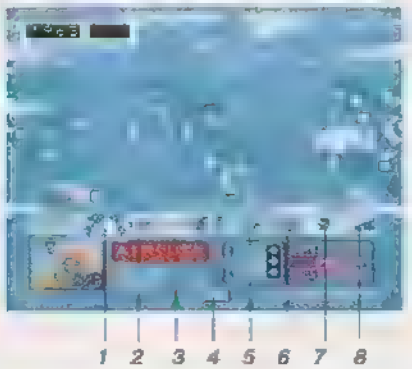
Set Up Branch Offices

As you add routes from the headquarters city, think about setting up a branch office. It costs more to set up an office in a large city than an industrial city, but large cities will prove more profitable.

- Connect All 22 Cities
  After you connect all 22 cities, your last goal is to reach your yearly target for transporting passengers (see **Victory**). Stay competitive with ad campaigns and by buying out charter companies.

MAIN SCREEN COMMANDS

Each main command icon has a list of sub-functions which appears when selected.



1. Routes
2. Negotiation
3. Trade
4. Budget
5. Marketing
6. Investment
7. Board Meeting
8. Pass

1. Routes

You cannot extend an air route to a city other than your headquarters or branch office cities.

Open

Need: Capital • Slots • Airplanes

Open an air route. Select the origin (headquarters or a branch office) and the destination (a city with available slots)

After you confirm to open a route, designate what type of plane to use on the route, how many, the number of flights per week and the airfare. Be aggressive; set the fare up to 50% higher or lower than the actual cost per passenger, as shown on screen.

Change

Change the type of airplanes on a route, number of airplanes, flights per week, or the airfare. There is no fee for making changes.

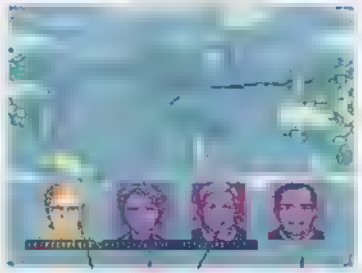
Close

Close an air route. If you close a route between the headquarters and a branch office, all routes connecting the branch office will close.

2. Negotiation

Negotiate for Slots

Send your managers out to negotiate with worldwide airports for holding slots. You have three managers beneath you. Once you are awarded slots, you must pay to keep them open, even when not in use.



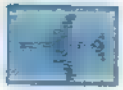
Managers Vice President

Negotiations take from 3 months to 2 years! The term depends on the city, the number of slots requested, and whether or not a branch office of your company exists in the city. Costs also vary from city to city. Short term negotiations are possible if you let more than one manager negotiate at an airport at the same time. You must break off negotiations at one airport in order to assign a manager to talks at another airport.

The number of slots acquired is the maximum number of flights allowed from an airport in a week. Your company pays quarterly fees to keep the slots open.

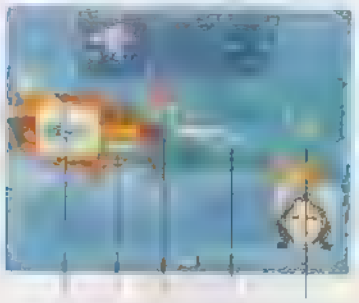
Negotiate for Return

You can return slots which are not in use by sending your Vice President to negotiate. The VP can handle more than one of these assignments per turn.



3. Trade Commands

Trade airplanes. There are 4 manufacturers and one purchasing company.



1. Boeing	Manufacturer
2. Globus	Purchaser
3. MDC (McDonnell Douglas Corp.)	Manufacturer
4. Airbus	Manufacturer
5. Markov	Manufacturer

Order Planes

Need: Capital

Place an order with a plane manufacturer. Normally, planes are delivered to your company within three months (one turn). But, there are sometimes delays on the part of the manufacturer. You can order up to 5 types of planes in one turn.

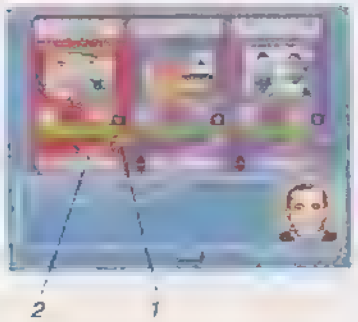
If you order many of the same planes from the same manufacturer, you may be able to get a better price per plane.

Sell Planes

Sell off airplanes that are not in use. The buying rate varies from time to time.

4. Budget

Set the budget for the Repairs, Advertisement and Service departments. Each department's budget is shown as a percentage of the industry standard.



1. Prediction of budget setting
2. Industry Average

The industry average is given so that you can assess how your competitors are allotting their budgets. The triangular mark on the graph predicts how investment now will effect next quarter's budget.

MAX:	Increase to maximum.
RAISE.	Raise the budget a bit.
MAINTN:	Maintain the budget at the current level.
REDUCE:	Reduce the budget to save money
STOP:	Stop all investments to this department.

Repair

The budget for maintenance. It includes expenses in the repair shop and labor costs. When the repair budget is low, your planes will not be able to fly safely

Ad

The budget for advertisement on television and in newspapers and magazines. Your company will win recognition and more passengers if your advertising strategy succeeds.

Service

The budget for customer service related employees, such as flight attendants and ticket agents. Salaries and services are included. Provide good service to make an impression on passengers.

5 Marketing

Carry out marketing campaigns, and strive to increase the number of the passengers you transport. Each campaign is carried out for one year before you can begin another. You can only set up one campaign in a turn.

Flags appear above the command bar to show how many quarters are left in a campaign.

Route

Need: Air Route, Capital

Entice people to fly your airline with a special gift offer and increase passengers. You can run this ad on up to 2 air routes.

Hotel

Need: Hotel, Capital

Stimulate tourism to a city where you have a hotel chain. If successful, air traffic to that city will increase. But, your campaign will also effect air traffic for other companies.

Network

Need: At least 15 Air Routes, Capital

Advertise the convenience of your entire airline network. If successful, passengers will increase on all air routes owned by your company.

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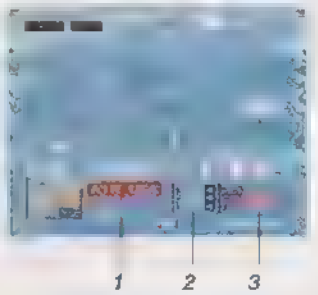
VIEWING THE DATA

When you strive to achieve results, what interests you other than demands from society are the trends of your industry. In this chapter, various ways of viewing the data on your company and your competitors is explained.

There are five types of data. simple data, industry data, city data, quarterly reports, and yearly reports Explanations below tell where these data appear and how you access them.

SIMPLE DATA

Where. Main screen
How· Press SELECT



1. Company Name
2. Budgets
3. Graph of Profit

1 Company Name
Each company is shown by name and company color.

2. Budgets
The set rates of repairs, advertisement and services.

3 Graph of Profit
A bar graph representing sales (top) and expenses (bottom) from the previous turn. Compare sales with expenses. If the sales bar is longer, the company is in the black (making a profit).

INDUSTRY DATA

Where: Main screen
How: Push Y twice from main screen commands, then push SELECT to choose a competitor to view.

RTE (Routes)
Shows the type of airplanes, number in stock, information on air routes, flights, fares and sales.

INC (Company)
Shows annual sales (SAL), profit (PRF), budget (icons), funds available, total assets accumulated from April, and annual passenger (PAS) information. The bottom part of the screen indicates what percentage of assets the company is utilizing (planes and hotels).

MKTG (Marketing)
Shows quarterly report of sales for flights and hotels, profits on routes and hotels, expenses for fuel and other items (budget allocations). At mid-screen the direction of the company is shown with a white line graph. The details of the expenses for the previous turn are shown on the bottom half of the screen.

PORT: Fee for air route rights
BRAN: Branch offices
REPR: Repairs & maintenance
AD: Advertisement
SEVC: Services
OTHR: Campaigns, tours, stocks

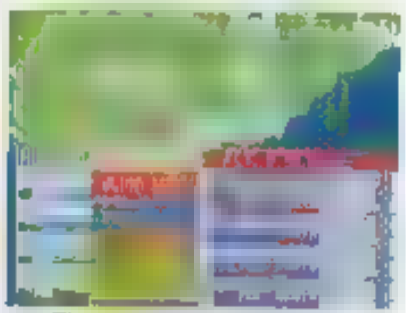
PLNE (Airplanes)
Shows data on the total numbers of planes stocked, number of planes arranged with flights (ARG) and number of spares (SPR). The year the planes went on sale is also shown. IN PRDCT (in production) indicates the status of the planes currently being ordered. ORDER indicates how many planes are being ordered.

ASST (Assets)
Shows the condition of stock holdings and hotels owned in separate windows. Push up or down on the control pad to flip through asset information.

City Data

Where: Main screen

How: Push Y to get map, move cursor to a city and push A twice. Push A to flip through the 3 screens of data



First screen of City Data

- City Data

  The name of the city, population, economy and city ranking is shown at left. The number of slots taken over the number available, and the number of people flying out of the city (TRNSFR) are shown at right.

Rank System:
A: Superior
B: Excellent
C: Good
D: Fair
E: Poor

Cities are typed as Large, Balanced, Industrial or Tourist places

Large:	*Good for networking and business.
Balanced:	*Has attraction for tourism and small business growth.
Industrial:	*Potential to grow into a large city.
Tourist:	*Perfect for tourist campaigns.

- Assets

  Hubs and hotels are shown with holding slot information for each company in that city

- Traffic

  Information on passenger traffic for each company flying into the city is given. The number of passengers moved by each airline is represented by people lined up in front of an airport gate. Each icon of a person represents a certain number of people. A key to the value of the icon is given at the top of the screen.

Vinn's Lair - www.vinm.net

Quarterly & Annual Reports

Where Displayed automatically on the screen in between turns.

How Push left & right on the control pad to flip between the quarterly and annual reports.

• Quarterly Report
Push up and down on the control pad to show sales, expenses, profits and passenger graphs one at a time

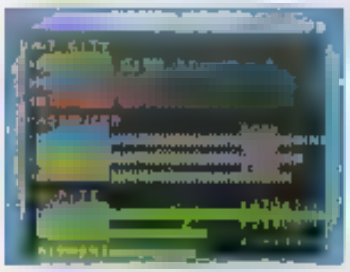
SAL Sales
Total sales is shown in the green line It includes profit from hotels and income from air routes.

EXP (Expenses)
Total expenses such as fuel for the airplanes flight attendant salaries and repairs costs are shown in the red line

PRF Profits
The pink line indicates profit after expenses are deducted from sales When profits are in the red they will not be shown

PAS (Passengers)
The total number of people transported quarterly on all the air routes for each company The value of the person icon is decided each quarter on the basis of how many people the top company is transporting.

• Annual Report
An annual report is conducted to announce the results of the best 3 companies of the year The top companies are chosen for 3 different areas of competition.



NET CITY:	The most cities linked
PASSENGER	The most passengers transported
PROFITS:	The highest profit for the year

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WORLD EVENTS

The following events occur throughout the game.

News Flash

War

When war breaks out, the price of fuel increases on a worldwide scale. The businesses in the warring countries are directly effected by events. Traffic in and out of nearby cities will drop.

Internal Struggle

Internal struggle includes all political uprisings and revolutions. A struggle will hinder all business ventures until all violence subsides in the country. The effected cities will lose business and the demand for air travel will decrease. If a country declares independence, they will be more receptive to business in the near future.

The Olympic Games

Every four years, the Olympic Games are hosted by a different city around the world. Air routes and cheap fares to the Olympics location will be in high demand

World Fair

The World Fair is held in a different city around the world each time. The city which hosts the exposition will benefit from the inflow of new business. Air routes and cheap fares to the fair site will be in high demand.

Tourist Boom

Tourist booms are very positive for cities because they bring in money. Certain cities are often targeted in tour campaigns. This increases the demand for air routes and cheap airfare. At these times the airlines with the best fares and service will be successful.

Labor Strikes

Airlines are effected by strikes among their own labor forces and by the aircraft manufacturer strikes. An airline strike will hinder progress within a company. If a labor strike occurs at an aircraft manufacturer, all orders for planes will be delayed at least 3 months.

Earthquake

Earthquakes are unpredictable and they scare away tourists. The hotels in the city where an earthquake takes place lose business, as do the airlines.

Bad Weather

Typhoons, wind storms and blizzards delay flights and tend to frighten tourists from flying. Aircraft may also suffer damage in severe weather conditions.

Accidents

Accidents occur when airplanes are in need of repair. Accidents damage an airline's reputation, no matter what, so it's important to keep planes in good repair.

CITIES AROUND THE WORLD

Airport abbreviations are used in city graphics and are included below

EUROPE

London, Great Britain — LON

London is a city of tradition. As the capital of Great Britain, it is the nation's financial and cultural center. Many tourists who visit London witness the changing of the guards at Buckingham Palace.

Paris, France — PAR

Paris is internationally renowned as a city of cultural and intellectual diversity. Its most lucrative industry is tourism. The Arc de Triomphe and Eiffel Tower are historical landmarks which draw millions of tourists each year.

Rome, Italy — ROM

Blessed with the mild climate of the Mediterranean Sea, Rome is an attraction for many of the tourists who visit Europe each year. Art and history enrich the landmarks of the city, including the Colosseum and Saint Peter's Cathedral. Small industries and tourism make up the city's economy.

Moscow, Russia — MOW

Situated along the Volga River, Moscow was the capital of the former Union of the Soviet Socialist Republic. It has been the focus, in Russia, of the movement for social democracy. The city relies on heavy industry to fuel its economy.

AFRICA

Nairobi, Kenya — NBO

Nairobi is the capital of Kenya. As a modern city, Nairobi is a center for communications. Nearby is a wildlife sanctuary which attracts many tourists, the Nairobi National Park.

Lagos, Nigeria — LOS

Lagos, on the Gulf of Guinea, is a city which covers four islands. A system of bridges and causeways facilitates travel across the islands. As the capital of Nigeria, Lagos is a bustling center for small industry.

Cairo, Egypt — CAI

Cairo is situated at the apex of the Nile, and is one of the largest cities on the African Continent. The magnificent pyramids and the Sphinx draw many visitors to Cairo each year. At the edge of the tourist path, high-rise buildings stand in a row, monuments to business in Egypt.

MIDDLE EAST

Tehran, Iran — THR

In 1788 Tehran became the capital of Iran. Today it is an industrial and commercial center for the nation. Many businesses in Tehran are involved in the sale and export of carpets. There are also many mosques within the city which draw people from all over the world.

ASIA

Delhi, India — DEL

The legend of Raja Shah Jahan draws many people to Delhi. He was the King who mourned over the loss of a princess. In memory of her, Raja Shah Jahan built the Taj Mahal, the temple which has enchanted many visitors to Delhi.

Beijing, China — BJS

Beijing, in northeast China, was once known as the "Forbidden City." Now many visitors come through Beijing to sightsee at the Imperial Palace, the former location of the ancient dynasties of Ming and Ching.

Hong Kong, British Crown Colony — HKG

The free port of Hong Kong is considered a major center of international trade. As a hub for fashion manufacturers and bankers, this city has become one of the greatest trading centers of Far East Asia.

Tokyo, Japan — TYO

Tokyo is a city of progress. As a business hub, Tokyo competes with the American and European markets. Fashion, technology and trade all make up the vitality of this metropolis.

Singapore, Singapore — SIN

As a center for free trade, Singapore has high economic growth. Major industries of the city include manufacturing and tourist related services. On the very fringe of the city are mangrove swamps, a testimony to the tropical rain-forest climate of the region.

AUSTRALIA

Sydney, Australia — SYD

Sydney is the largest city in Australia, outside of Canberra, the capital. Although it thrives on business, the surrounding beautiful landscape draws many visitors simply for travel and relaxation.

NORTH AMERICA

Vancouver, Canada — YVR

Canadian railroad and airway systems terminate on the west coast, in Vancouver. Backed by inland mountains, the city is a major port of the Pacific Coast. Vancouver is one of few cities which has successfully preserved much of the natural beauty of its environment.

Los Angeles, U.S.A. LAX

"L.A." is an international city with diverse industries, and is a main attraction for many tourists. Nearby Hollywood, bustling hub of the movie industry, and Disneyland draw people from all over the world. Many universities also accredit L.A. with a reputation for fine education.

New York City, U.S.A. NYC

New York City, the Big Apple. This metropolis is the trade center of the nation as well as the reputed financial capital of the world. Many artists come to New York and compete to make their name on Broadway. As a hub of cultural and commercial activity, New York City is the largest city in the United States.

CENTRAL AMERICA

Mexico City, Mexico MEX

The capital of Mexico, Mexico City, has one of the world's largest populations. In 1957, the people of Mexico City were hit by a tremendous earthquake. Then in 1968, they became the proud hosts of the Olympic Games.

SOUTH AMERICA

Lima, Peru LIM

Francisco Pizarro is credited with founding the city of Lima, Peru, in 1535. The history of the city dates back to the Incan Empire. Today Lima is known for its oil refineries, on which the world depends.

Buenos Aires, Argentina BUE

As a major world port, Buenos Aires is the gateway to Latin America. It is the capital city of Argentina. The fair climate of the region gives the city its name, which means "good air."

Rio de Janeiro, Brazil RIO

"Rio" is the second largest city in Brazil. As a modern city, much of the nation's foreign trade is handled in Rio. In February visitors from all over the world gather there to take part in the famous carnival celebration.

HAWAII

Honolulu, U.S.A. HNL

Hawaii is a land of perpetual summer. Honolulu is the main port of entry for all tourists who visit the Hawaiian Islands. Besides tourism, sugar processing and pineapple canning have remained the main industries of this city.

AIRCRAFT GUIDE

Boeing Company

707

The invention of this plane in 1954 brought about a new age of jet transport. It was the largest airplane in the world at the time of its debut. Popular for commercial airlines, the 707 was widely used on transcontinental routes.

727

As one of the first 3-engine jets, the 727 is another success story in the history of commercial aircraft. The wing flaps of this model extend downward, allowing for high-speed flight and smooth landings.

737

Developed as a smaller version of the 727, the 737 is a fuel-efficient short-range aircraft. The fuselage is nearly the same as in the 707 or 727, but the width of the plane only allows for 100 or so passengers.

747

The 747 was the first wide-body aircraft. It is able to carry nearly three times as many passengers as the original jet, the 707. Because of its monumental size, extreme measures were taken to ensure the safety of the aircraft. It has been a great success among commercial airlines.

747-400

Improvements were made to the 747 design to create the 747-400. Some of the new features include a two-crew, digitized flight deck, and increased fuel efficiency. Over 400 passengers can be flown in a 747-400 on a long-range route, such as from New York to Tokyo.

767

The 767 is a sized down model of the 747, yet at the time of its debut, it had better fuel efficiency for mid-range routes. It has been a popular plane for intercontinental flights.

McDonnell Douglas Corp

DC8

The DC8 was introduced after the 707 and quickly became popular for its use on transatlantic flights. The interior of the DC8 is spacious and comfortable for passengers flying long distances.

DC9

The DC9 is a small jetliner that was developed for short-hauls. As a low maintenance plane which requires only a two-person crew it is economical for commercial airlines.

DC10

The DC-10 was the first three engine wide bodied jet. Many versions of this plane have been produced for long distance transport over land, and at extreme altitudes over the sea. It can carry about 380 passengers, and is perfect for commercial flights.

MD11

As a medium to long-range aircraft the MD-11 is an advanced successor to the DC-10. Improvements were made to the winglets and tail in order to create a highly aerodynamic model.

Lockheed Aircraft Corp

L-1011

This aircraft has high climb performance due to high-thrust engines. The power generated by the engines also adds to range of flight. The L1011 rivals the DC-10 in performance.

Tupolev Design Bureau

Tu-154

This is a medium range aircraft. A three-person flight crew is required, consisting of two pilots and one engineer. The interior is designed for passenger comfort and safety.

Ilyushin Design Bureau

IL-62

The main features of this airliner are the rear engines and four turbofans. A five-person crew is required: two pilots, one navigator and one radio operator and engineer. It rivals other jets for long-range performance.

IL-86

This is a wide-bodied passenger aircraft. The interior can be arranged to accommodate economy class through first class passenger service. In the standard layout the IL-86 carries over two-hundred passenger seats with twin [redacted]

IL-96

The IL-96 is an updated version of the IL-86. It is a long-range airliner, the first developed in the former U.S.S.R. for intercontinental air transport. Fuel efficiency has been improved by the addition of winglets.

Vinn's Lair - www.vinm.net

Airbus Industrie

A300

The A300 was developed for large-scale transportation over short to medium-range routes. It's a wide-body plane with one turbofan engine supported beneath each wing

A310

This is an adapted version of the A300 The wing span has been reduced by advanced technological methods which allow the aircraft to lower fuel consumption. As a medium range plane, it rivals the 767.

A320

The fly-by-wire system is newly incorporated into the design of the A320 A feature from the A310 is the advanced wing design. As a narrow-bodied aircraft, it is suitable for short or medium-range transport.

A330

This aircraft made its debut in 1992. It's a four-engine, long-range airplane, able to carry nearly 400 passengers. The passenger seats are laid out with twin aisles, designed for extra comfort.

A320

British Aerospace PLC

Concorde

The Concorde is the only jetliner to have ever broken the sound barrier. As the first supersonic jet, it is an ideal aircraft for international travel. The body lines are sleek and long, designed in such a way as to be the most aerodynamic aircraft in the sky.

CHARTS

COMMANDS

1. Routes
2. Negotiation
3. Trade
4. Budget
5. Marketing
6. Investment
7. Board Meeting
8. Pass

1. Route Commands

Open	Open an air route
Change	Change the set up of air route
Close	Close an air route

2. Negotiation Commands

Negotiate for Slots	Negotiate for holding slots with an airport
Negotiate for Return	Return holding slots to an airport

3. Trade Commands

Order Planes	Buy planes, wait for delivery
Sell Planes	Sell planes for capital

4. Budget Commands

Repair	Set the maintenance budget
Ad	Set the advertising budget
Service	Set the budget for airline services

5. Marketing Commands

Route	Advertise a certain air route
Hotel	Run a special tour to a city
Network	Advertise the convenience of your network

6. Investment Commands

Branch	Set Up	Set up a branch office in a connecting city
	Close	Sell off the building of the branch office
Hotel	Build	Build a hotel in a connecting city
	Selling	Sell a hotel
Chtr Inc.	Buy	Buy stock in charter companies
	Sell	Sell your shares
	Purchase	Purchase the company if you own >51% shares

7. Board Meeting Commands

Open	Advice on potential routes
Routes	Opinions on current air routes
Planes	Advice on airplanes
Budget	Budgeting suggestions
MGMT	Review of your assets
MKTG	Advertising suggestions

8. Pass

End a turn

DATA

Simple Data

Company Name	Company name and color
Budgets	Budgets settings for repairs, advertisement and service
Graph of Profit	Sales and expenses of the previous turn

Industrial Data

RTE	Information on each air route
INC	Details of sales and profit from the previous turn
MKTG	Expenses from the previous turn
PLNE	Total planes in stock and on order
ASST	Information on assets

City Data

Population	City population
City Rank	A-E progress ranking
Tourism	A-E tourism ranking
Branches	Branch offices, if held
Hotel	Hotels, if owned
Flights	The number of active flights
Slots	The number of holding slots
Passengers	The total the airline has transported

Quarterly Report

Sales	Sales for quarter
Profits	Total profits
Expense	Total expenses
Persons	Number of passengers transported

Annual Report

Best three ranked companies for sales, profits, and passenger transport.

EVENT EFFECTS

Event	Effect
War	City data and passengers decrease
Internal Struggle	City data decreases
Tourist Boom	Appeal of city increases
World Fair	Tourism in host city increases
Olympic Games	Special routes open
Labor Strikes	Company data decreases
Earthquake	City data and appeal of city decrease
Bad Weather	Passengers decrease, planes in danger
Accidents	Company data decreases

90-DAY LIMITED WARRANTY

Koei Corporation warrants to the original consumer purchaser that this game pak shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Koei will repair or replace the game pak, at its option, free of charge.

To receive this warranty service:

1. Send in your Registration Card.
2. Save your sales receipt and the UPC code found on the game packaging.
3. If your game is still covered under a store warranty, return the game pak to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify Koei Corp. by calling the **Technical Support Dept. at (415)348-0500, between the hours of 9 a.m. to 5 p.m. Pacific Standard Time, Monday through Friday.**
5. If the Koei Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number prominently on the outside packaging of your defective game pak, enclose your name, address and phone number, and return the game pak, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your salesreceipt or similar proof-of-purchase (UPC code) within the 90-day warranty period to:

Koei Corporation
One Bay Plaza, Ste. 540
1350 Bayshore Hwy.
Burlingame, CA 94010.

This warranty shall not apply if the game pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Service After Expiration of Warranty

If the game pak develops a problem requiring service after the 90-day warranty period, you may contact the Koei Technical Support Dept. at the phone number noted previously. If the Koei Service Representative is unable to solve the problem by phone, you may be provided with a Return Authorization number and asked to send the game pak to Koei for personal inspection. Record this number prominently on the outside packaging of the defective game pak and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Koei with a check or money order for $20, to cover repair or replacement, payable to **Koei Corporation**. Koei reserves the right to change the post-warranty service fee and/or policy.

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The Second Han Dynasty is crumbling! As a powerful ruler, from China's past, you are determined to beat your enemies. Destroy your opposition with brute force or wear them down with patience and cunning. Only you can determine the fate of China!

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Fantasy and Creatures of Lore!

Once upon a time, an evil wizard cursed a dragon and six magicians, sealing their powers in shining gems. Now, the spell has been broken, and you are in search of the magical stones! As crest holder of a noble family, capture the gems and reunite them with the crown. You must return the island to peace!

Features: Up to 2 players, 4 scenarios, monsters for hire, magic of the gems, advisors, battery back-up to save games.

Sail the High Seas!

Climb aboard your flagship and set sail into the open seas! As a young Portuguese captain, you are in search of fortune and fame. With your First Mate at the helm, navigate the way to distant lands and legendary riches. This is your adventure in the Age of Exploration!

Features: